

**This Page is Inserted by IFW Indexing and Scanning
Operations and is not part of the Official Record**

BEST AVAILABLE IMAGES

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

- ☐ **BLACK BORDERS**
- ☐ **IMAGE CUT OFF AT TOP, BOTTOM OR SIDES**
- ☐ **FADED TEXT OR DRAWING**
- ☐ **BLURRED OR ILLEGIBLE TEXT OR DRAWING**
- ☐ **SKEWED/SLANTED IMAGES**
- ☐ **COLOR OR BLACK AND WHITE PHOTOGRAPHS**
- ☐ **GRAY SCALE DOCUMENTS**
- ☐ **LINES OR MARKS ON ORIGINAL DOCUMENT**
- ☐ **REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY**
- ☐ **OTHER:** _____

IMAGES ARE BEST AVAILABLE COPY.

As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.

Welcome to IEEE Xplore®

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out

Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Search

- ☐ By Author
- ☐ Basic
- ☐ Advanced

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account
- ☐ Access the IEEE Member Digital Library

IEEE Enterprise

- ☐ Access the IEEE Enterprise File Cabinet

 [Print Format](#)

 Your search matched **96** of **1075719** documents.

 A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:

You may refine your search by editing the current search expression or entering a new one in the text box.

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 Javra: a simple, extensible Java package for VRML
van de Wetering, H.;

Computer Graphics International 2001. Proceedings , 3-6 July 2001

Pages:333 - 336

[\[Abstract\]](#) [\[PDF Full-Text \(324 KB\)\]](#) **IEEE CNF**
2 Dynamics modeling and culling
Chenney, S.; Ichnowski, J.; Forsyth, D.;

Computer Graphics and Applications, IEEE , Volume: 19 , Issue: 2 , March-April 1999

Pages:79 - 87

[\[Abstract\]](#) [\[PDF Full-Text \(356 KB\)\]](#) **IEEE JNL**
3 Design of hypertext based courseware with the integrated Java and VRML modules
Divjak, S.;

Electrotechnical Conference, 1998. MELECON 98., 9th Mediterranean , Volume: 1 , 18-20 May 1998

Pages:178 - 181 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(612 KB\)\]](#) **IEEE CNF**
4 Distributed virtual worlds for collaborative work based on Java RMI and VRML
Mendez, R.M.; Tellez, R.Q.;

Groupware, 2000. CRIWG 2000. Proceedings. Sixth International Workshop on , 18-20 Oct. 2000

Pages:146 - 149

[\[Abstract\]](#) [\[PDF Full-Text \(302 KB\)\]](#) **IEEE CNF**
5 Building interactive animations using VRML and Java
Tamiosso, F.S.; Raposo, A.B.; Magalhaes, L.P.; Ricarte, I.L.M.;

Computer Graphics and Image Processing, 1997. Proceedings., X Brazilian Symposium on , 14-17 Oct. 1997

[\[Abstract\]](#) [\[PDF Full-Text \(1008 KB\)\]](#) [IEEE CNF](#)

6 An interactive land use VRML application (ILUVA) with servlet assist

Belfore, L.A., II; Chitithoti, S.;

Simulation Conference Proceedings, 2000. Winter , Volume: 2 , 10-13 Dec. 2000

Pages:1823 - 1830 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(580-KB\)\]](#) [IEEE CNF](#)

7 Building a networked 3D virtual environment using VRML and Java

Santoso, Y.; Prakash, E.C.;

TENCON 2000. Proceedings , Volume: 2 , 24-27 Sept. 2000

Pages:538 - 541 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(440 KB\)\]](#) [IEEE CNF](#)

8 Teleoperated micromanipulation within a VRML environment using Java

Alex, J.; Vikramaditya, B.; Nelson, B.J.;

Intelligent Robots and Systems, 1998. Proceedings., 1998 IEEE/RSJ International Conference on , Volume: 3 , 13-17 Oct. 1998

Pages:1747 - 1752 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(712 KB\)\]](#) [IEEE CNF](#)

9 Applying a 3-D-GUI to a distributed network management system

Watanabe, N.; Igarashi, Y.; Hanaki, M.;

Selected Areas in Communications, IEEE Journal on , Volume: 18 , Issue: 5 , May 2000

Pages:715 - 722

[\[Abstract\]](#) [\[PDF Full-Text \(352 KB\)\]](#) [IEEE JNL](#)

10 Web based robot simulation using VRML

Rohrmeier, M.;

Simulation Conference Proceedings, 2000. Winter , Volume: 2 , 10-13 Dec. 2000

Pages:1525 - 1528 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(292 KB\)\]](#) [IEEE CNF](#)

11 Design and implementation of a dynamic VRML-browsable, movie on-demand system distributed over Internet

Fortino, G.; Confessore, G.; Mantuano, A.;

Multimedia and Expo, 2002. ICME '02. Proceedings. 2002 IEEE International Conference on , Volume: 1 , 26-29 Aug. 2002

Pages:249 - 252 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(441 KB\)\]](#) [IEEE CNF](#)

12 Utilizing object-oriented databases for concurrency control in virtual environments

Turgut, D.; Aydin, N.; Elmasri, R.; Turgut, B.;

Computer Software and Applications Conference, 2001. COMPSAC 2001. 25th Annual International , 8-12 Oct. 2001

Pages:409 - 414

[\[Abstract\]](#) [\[PDF Full-Text \(488 KB\)\]](#) [IEEE CNF](#)

13 Multiuser extensions to the Interactive Land Use VRML Application

(ILUVA)

Belfore, L.A., II; Chitithoti, S.;

Simulation Symposium, 2001. Proceedings. 34th Annual , 22-26 April 2001

Pages:159 - 166

[\[Abstract\]](#) [\[PDF Full-Text \(628 KB\)\]](#) IEEE CNF

14 A methodology for process design simulators of MEMS based on VRML and Java

Pecheux, F.;

Microelectronic Systems Education, 2001. Proceedings. 2001 International Conference on , 17-18 June 2001

Pages:24 - 25

[\[Abstract\]](#) [\[PDF Full-Text \(236 KB\)\]](#) IEEE CNF

15 Web based VRML modeling

Kiss, S.;

Information Visualisation, 2001. Proceedings. Fifth International Conference on , 25-27 July 2001

Pages:612 - 617

[\[Abstract\]](#) [\[PDF Full-Text \(556 KB\)\]](#) IEEE CNF

[1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [Next](#)

Welcome to IEEE Xplore®

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out

Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Search

- ☐ By Author
- ☐ Basic
- ☐ Advanced

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account
- ☐ Access the IEEE Member Digital Library

IEEE Enterprise

- ☐ Access the IEEE Enterprise File Cabinet

Your search matched **96** of **1075719** documents.

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:

You may refine your search by editing the current search expression or entering a new one in the text box.

☐ Check to search within this result set

Results Key:

JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

16 **Automatically generating virtual guided tours**

Tsai-Yen Li; Jyh-Ming Lien; Shih-Yen Chiu; Tzong-Hann Yu;
Computer Animation, 1999. Proceedings, 26-29 May 1999
Pages:99 - 106

[Abstract] [PDF Full-Text (128 KB)] IEEE CNF

17 **IVORY-an object-oriented framework for physics-based information visualization in Java**

Sprenger, T.C.; Gross, M.H.; Bielser, D.; Strasser, T.;
Information Visualization, 1998. Proceedings. IEEE Symposium on, 19-20 Oct. 1998
Pages:79 - 86, 155

[Abstract] [PDF Full-Text (1156 KB)] IEEE CNF

18 **VRML gets real the MPEG-4 way**

Mulroy, P.;
Teleconferencing Futures (Digest No: 1997/121), IEE Colloquium on, 17 June 1997
Pages:4/1 - 4/4

[Abstract] [PDF Full-Text (328 KB)] IEEE CNF

19 **Modeling the world-how it's blocked out on the Web**

Fishwick, P.A.;
Potentials, IEEE, Volume: 19, Issue: 1, Feb.-March 2000
Pages:6 - 10

[Abstract] [PDF Full-Text (506 KB)] IEEE JNL

20 **A collaborative framework for learning robot mechanics: rio-robotics illustrative software**

Lobov, A.; Lastra, J.L.M.; Tuokko, R.;
Frontiers in Education, 2003. FIE 2003. 33rd Annual, Volume: 2, 5-8 Nov. 2003
Pages:F4E - 12-16 Vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(436 KB\)\]](#) [IEEE CNF](#)

21 Educative distributed virtual environments for children

Gervai, J.-P.; Popovici, D.-M.; Tisseau, J.;

Cyberworlds, 2003. Proceedings. 2003 International Conference on , 3-5 Dec. 2003

Pages:382 - 387

[\[Abstract\]](#) [\[PDF Full-Text \(1233 KB\)\]](#) [IEEE CNF](#)

22 Dynamic behaviours for computer animation: the use of Java

Palmer, I.J.;

Computer Animation '97 , 5-6 June 1997

Pages:151 - 156

[\[Abstract\]](#) [\[PDF Full-Text \(520 KB\)\]](#) [IEEE CNF](#)

23 Development of a VRML/Java unmanned airship simulating environment

Ramos, J.J.G.; Maeta, S.M.; Bergerman, M.; Bueno, S.S.; Mirisola, L.G.B.;

Bruciapaglia, A.;

Intelligent Robots and Systems, 1999. IROS '99. Proceedings. 1999 IEEE/RSJ

International Conference on , Volume: 3 , 17-21 Oct. 1999

Pages:1354 - 1359 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(564 KB\)\]](#) [IEEE CNF](#)

24 Web based collaborative visualization of distributed and parallel simulation

Bajaj, C.; Cutchin, S.;

Parallel Visualization and Graphics Symposium, 1999. Proceedings. 1999 IEEE , 25-26 Oct. 1999

Pages:47 - 54

[\[Abstract\]](#) [\[PDF Full-Text \(704 KB\)\]](#) [IEEE CNF](#)

25 Three dimensional Web monitoring systems using Java

Hong Seong Park; Kim, H.D.; Kim, B.S.; Hong Seok Kim; Kyoung Hoan Na; Seogou Choi;

Industrial Electronics Society, 1999. IECON '99 Proceedings. The 25th Annual Conference of the IEEE , Volume: 3 , 29 Nov.-3 Dec. 1999

Pages:1233 - 1239 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(428 KB\)\]](#) [IEEE CNF](#)

26 Distributed interaction in virtual spaces

Ferscha, A.; Johnson, J.;

Distributed Interactive Simulation and Real-Time Applications, 1999. Proceedings. 3rd IEEE International Workshop on , 22-23 Oct. 1999

Pages:5 - 13

[\[Abstract\]](#) [\[PDF Full-Text \(172 KB\)\]](#) [IEEE CNF](#)

27 Agent-aided collaborative virtual environments over HLA/RTI

Xiaojun Shen; Hage, R.; Georganas, N.;

Distributed Interactive Simulation and Real-Time Applications, 1999. Proceedings. 3rd IEEE International Workshop on , 22-23 Oct. 1999

Pages:128 - 135

[\[Abstract\]](#) [\[PDF Full-Text \(108 KB\)\]](#) [IEEE CNF](#)

28 **The limitations of interactive multiuser 3D environments in the WWW**

Oliveira, M.; Todesco, G.; Araujo, R.;

Database and Expert Systems Applications, 1999. Proceedings. Tenth International Workshop on , 1-3 Sept. 1999

Pages:279 - 283

[\[Abstract\]](#) [\[PDF Full-Text \(76 KB\)\]](#) [IEEE CNF](#)

29 **Fast 3D visualization of road product models**

Tibaut, A.; Kaucic, B.; Rebolj, D.;

Information Visualization, 1999. Proceedings. 1999 IEEE International Conference on , 14-16 July 1999

Pages:572 - 580

[\[Abstract\]](#) [\[PDF Full-Text \(2044 KB\)\]](#) [IEEE CNF](#)

30 **Information visualization on the Web**

Jern, M.;

Information Visualization, 1998. Proceedings. 1998 IEEE Conference on , 29-31 July 1998

Pages:2 - 7

[\[Abstract\]](#) [\[PDF Full-Text \(1888 KB\)\]](#) [IEEE CNF](#)

[Prev](#) [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [Next](#)



Terms used **interface** and **component** and **script**

Found **33,462** of **143,484**

Sort results
by

relevance



Save results to a Binder

[Try an Advanced Search](#)

Try this search in [The ACM Guide](#)

Display
results

expanded form



Search Tips

☐ Open results in a new
window

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐

1 [Full papers: XICL: a language for the user's interfaces development and its components](#)

Lirisnei Gomes de Sousa, Jair C Leite

August 2003 **Proceedings of the Latin American conference on Human-computer interaction**

Full text available: pdf(459.21 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

More interactivity with better usability in Web Systems requires the development of user interface components with interaction techniques that are more powerful and popular among the users such as the WIMP style. This work presents the XICL, a markup language to describe the user interface and its components. This language defines a description format and a semantic model that standardizes components programming and increase reuse, extension and portability. We also present the XICL Studio, a de ...

Keywords: user interface component, user interface design, user interface languages

2 [An Environment for Dynamic Component Composition for Efficient Co-Design](#)

F. Doucet, S. Shukla, R. Gupta, M. Otsuka

March 2002 **Proceedings of the conference on Design, automation and test in Europe**

Full text available: pdf(122.57 KB)

Additional Information: [full citation](#), [abstract](#)



[Publisher Site](#)

This article describes the Balboa component integration environment that is composed of three parts: a script language interpreter, compiled C++ components, and a set of Split-Level Interfaces to link the interpreted domain to the compiled domain. The environment applies the notion of split-level programming to relieve system engineers of software engineering concerns and to let them focus on system architecture. The script language is a Component Integration Language because it implements a component m ...

3 [Past, present, and future of user interface software tools](#)

Brad Myers, Scott E. Hudson, Randy Pausch

March 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 1

Full text available: pdf(151.14 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A user interface software tool helps developers design and implement the user interface. Research on past tools has had enormous impact on today's developers—virtually all applications today are built using some form of user interface tool. In this article, we consider cases of both success and failure in past user interface tools. From these cases we extract a set of themes which can serve as lessons for future work. Using these themes, past tools can be characterized by what aspects ...

Keywords: event languages, interface builders, scripting languages, toolkits, user interface development environments, user interface software

4 Contigra: an XML-based architecture for component-oriented 3D applications

Raimund Dachsel, Michael Hinz, Klaus Meißner

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available:  pdf(368.21 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Even though numerous Web3D technologies exist, most of them do not support a high-level, multi-disciplinary authoring process. Moreover, concepts of reuse are rarely provided. A component-based approach is introduced with the CONTIGRA architecture to construct interactive, three-dimensional applications, either stand-alone or web-based. The approach is entirely based on declarative XML documents describing the component implementation, its interface, as well as component configuration and compo ...

Keywords: 3D components, 3D user interfaces, 3D widgets, XML schema, component-based development, contigra, extensible 3D (X3D), virtual environments

5 Scripting in GIS applications: experimental standards-based framework for perl

Alexandre Sorokine, Kurt Ackermann

November 2000 **Proceedings of the eighth ACM international symposium on Advances in geographic information systems**

Full text available:  pdf(717.84 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)


Scripting languages have long been utilized by GIS application developers to achieve higher levels of programming and shorter development times. Modern general-purpose scripting languages — like Tcl/Tk, Perl or Python — allow the smooth integration of various software components, while at the same time providing rich programming capabilities. Increases in processor speed and the development of industry-wide standards are removing obstacles to the proliferation of universal scripti ...

Keywords: OpenGIS, geographic information systems, perl, spatial data access

6 Herbal-T, enabling integration, interoperability, and reusability of Internet components

Israel Hilerio, Weidong Chen

March 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the international joint conference on Work activities coordination and collaboration**, Volume 24 Issue 2

Full text available:  pdf(1.57 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Herbal-T introduces an architecture where Internet component integration, interoperability, and component instantiation are the base for information flow coordination. This architecture introduces a framework for combining object functionality across the Internet to create new Internet applications. These new applications are defined in terms of active relationships. The concept of active relations as found in active databases is extended to define a new paradigm for creating Internet applicatio ...

Keywords: Herbal-T, Internet components, active relations, distributed relations, integration

7 Document reuse and semantics: A dynamic user interface for document assembly

Miro Lehtonen, Renaud Petit, Oskari Heinonen, Greger Lindén

November 2002 **Proceedings of the 2002 ACM symposium on Document engineering**

Full text available:  pdf(271.56 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Document assembly has turned out to be a convenient approach to corporate publishing and reuse of large collections of documents. Automated assembly of a document reduces the amount of human effort when creating customized documents consisting of document fragments from a collection. However, most methods used require a number of parameters to be defined prior to the assembly process, and providing these parameters in the correct

format is seen to be too demanding for an average user. We have des ...

Keywords: BML, XML, XSLT, document assembly, dynamic user interfaces, structured documents

8 Planning-based control of interface animation

David Kurlander, Daniel T. Ling

May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  [html\(48.04 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9 Session 4: Implementation of a scripting language for VRML/X3D-based embodied agents

Zhisheng Huang, Anton Eliëns, Cees Visser

March 2003 **Proceeding of the eighth international conference on 3D Web technology**

Full text available:  [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Embodied agents or humanoid avatars may effectively be used to communicate with human users. Currently there is a wide range of specification formalisms and scripting languages for embodied agents, many of which are of a somewhat ad hoc nature lacking clear semantics. In this paper, we discuss the implementation of a scripting language for humanoid avatars in VRML/X3D-based environments. The scripting language STEP is based on dynamic logic, which provides a clear semantics for complex behaviors ...

Keywords: STEP, VRML/X3D, XSTEP, agents, distributed logic Programming, h-anim

10 The XCAT science portal

Sriram Krishnan, Randall Bramley, Dennis Gannon, Madhusudhan Govindaraju, Rahul Indurkar, Aleksander Slominski, Benjamin Temko, Jay Alameda, Richard Alkire, Timothy Drews, Eric Webb

November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available:  [pdf\(224.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The design and prototype implementation of the XCAT Grid Science Portal is described in this paper. The portal lets grid application programmers easily script complex distributed computations and package these applications with simple interfaces for others to use. Each application is packaged as a "notebook" which consists of web pages and editable parameterized scripts. The portal is a workstation-based specialized "personal" web server, capable of executing the application scripts and launching ...

Keywords: distributed simulations, grid, science portal, scripted applications

11 Rendering systems on clusters: Approach for software development of parallel real-time VE systems on heterogeneous clusters

C. Winkelholz, T. Alexander

September 2002 **Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and Visualization**


Full text available:  [pdf\(546.54 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents our approach for the development of software for parallel real-time virtual environment systems (VE) running on heterogeneous clusters of computers. This approach is based on a framework we have developed to facilitate the set-up of immersive virtual environment systems using single components coupled by an isolated local network. The framework provides parallel rendering of multiple projection screens and parallel execution of application and interaction tasks on components ...

12 Component-oriented software development

Oscar Nierstrasz, Simon Gibbs, Dennis Tsichritzis

September 1992 **Communications of the ACM**, Volume 35 Issue 9

Full text available:  pdf(1.27 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: component-oriented software development, frameworks, reuse

13 Modern languages and Microsoft's component object model

David N. Gray, John Hotchkiss, Seth LaForge, Andrew Shalit, Toby Weinberg

May 1998 **Communications of the ACM**, Volume 41 Issue 5

Full text available:  pdf(340.03 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#),
[review](#)

14 Extracting usability information from user interface events

David M. Hilbert, David F. Redmiles

December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4

Full text available:  pdf(1.50 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Modern window-based user interface systems generate user interface events as natural products of their normal operation. Because such events can be automatically captured and because they indicate user behavior with respect to an application's user interface, they have long been regarded as a potentially fruitful source of information regarding application usage and usability. However, because user interface events are typically voluminous and rich in detail, automated support is generally ...

Keywords: human-computer interaction, sequential data analysis, usability testing, user interface event monitoring

15 XXL: a dual approach for building user interfaces

Eric Lecolinet

November 1996 **Proceedings of the 9th annual ACM symposium on User interface software and technology**

Full text available:  pdf(1.96 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: distributed interfaces, interface builders, iterative development, scripting languages, textual and visual equivalence, user interface software

16 E-Slate: a software architectural style for end-user programming

George Birbilis, Manolis Koutlis, Kriton Kyrimis, George Tsironis, George Vasiliou

June 2000 **Proceedings of the 22nd international conference on Software engineering**

Full text available:  pdf(841.88 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: component software architectures, educational software, end-user programming

17 Posters: A wireless handheld multi-modal digital video library client system

Michael R. Lyu, Jerome Yen, Edward Yau, Sam Sze

November 2003 **Proceedings of the 5th ACM SIGMM international workshop on Multimedia information retrieval**

Full text available:  pdf(814.79 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We developed technologies for transmitting video contents over wireless platforms, and encapsulated these video delivery and presentation technologies into a client system for accessing a multi-modal digital video library. The mobile access system, *iVIEW client*, provides a user interface that meets the challenge of rich multi-modal information presentation on wireless hand-held devices. An XML schema is employed to organize the multi-modal metadata for better data interoperability. Furthe ...

Keywords: XML, browser and interface on mobile devices, mobile applications, multi-modal content retrieval, multimedia information retrieval, multimedia management and support

18 An environment for developing adaptive, multi-device user interfaces

John Grundy, Biao Yang

February 2003 **Proceedings of the Fourth Australian user interface conference on User interfaces 2003 - Volume 18**

Full text available:  pdf(784.56 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

There is a growing demand for the development of multi-device, adaptive user interfaces - interfaces that will run on and adapt to the characteristics of multiple display devices and networks as well as multiple users and user tasks. We describe a design and implementation environment for the development of such interfaces. This tool allows developers to specify their desired interfaces using an abstract set of screen element and layout constructs. It then generates a Java Server Page implementa ...

Keywords: adaptive user interfaces, mobile user interfaces, multi-device user interfaces, thin-client user interfaces, user interface design tools

19 Verification by simulation comparison using interface synthesis

C. Hansen, A. Kunzmann, W. Rosenstiel

February 1998 **Proceedings of the conference on Design, automation and test in Europe**

Full text available:  pdf(87.12 KB)  Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)
[Publisher Site](#)


One of the main tasks within the high-level synthesis (HLS) process is the verification problem to prove automatically the correctness of the synthesis results. Currently, the results are usually checked by simulation. In consequence, both the behavioral specification and the HLS results have to be simulated by the same set of test vectors. Due to the HLS and the inherent changes in the cycle-by-cycle behavior, the synthesis results require an adaption of the initial test vector set. This reduce ...

Keywords: Verification, Simulation Comparison, High-Level Synthesis, Interface Synthesis

20 Simplifying component development in an integrated groupware environment

Mark Roseman, Saul Greenberg

October 1997 **Proceedings of the 10th annual ACM symposium on User interface software and technology**

Full text available:  pdf(1.04 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: CSCW, GroupKit, Tcl/Tk, component architecture, groupware